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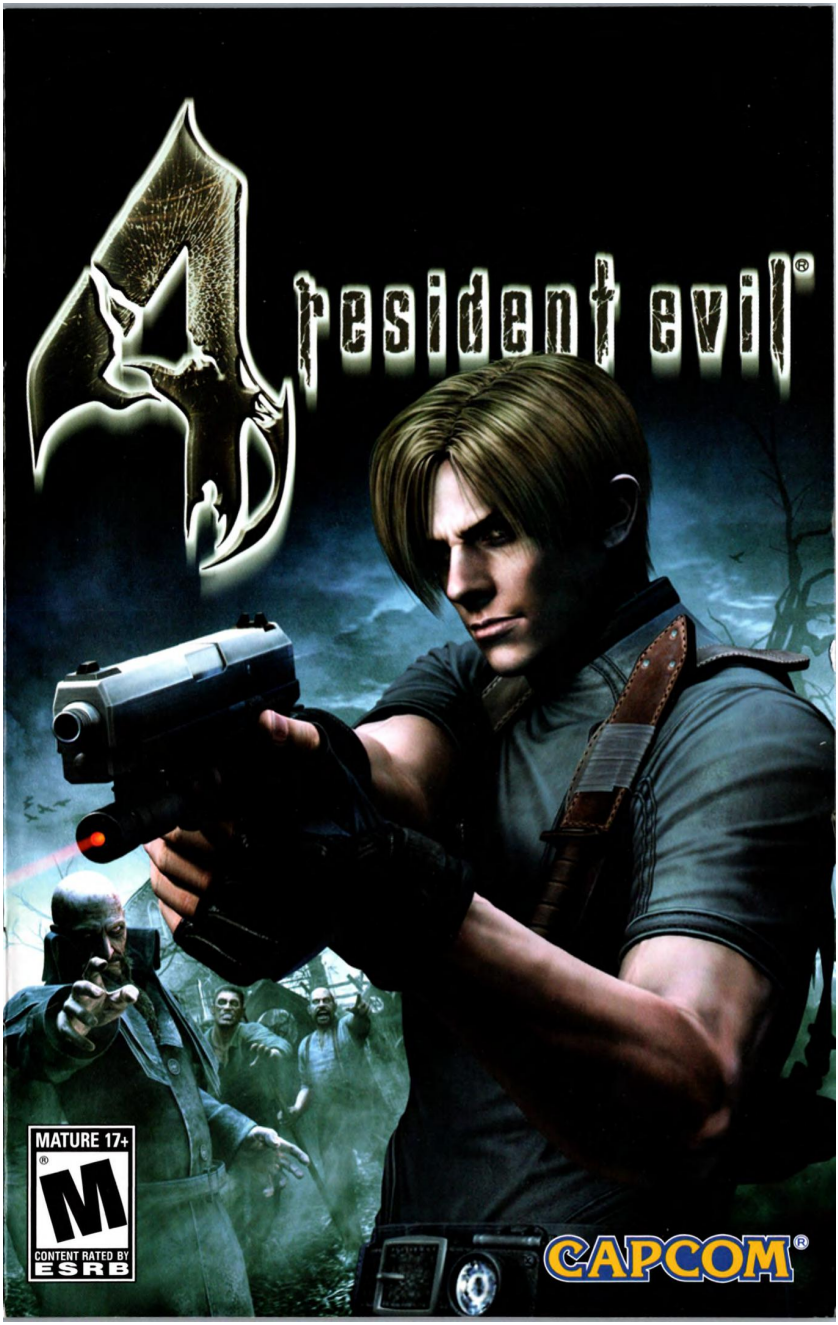
4
resident evil®
MATURE 17+
M
CONTENT RATED BY
ESRB
CAPCOM®

| | | WARNING: READ BEFORE USING YOUR PLAYSTATION °2 COMPUTER ENTERTAINMENT SYSTEM. A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. IF you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. IF you experience any of the Following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play. WARNING TO OWNERS OF PROJECTION TELEVISIONS? im Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage_your TV screen. USE OF UNAUTHORIZED PRODUCT: The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots. HANDLING YOUR PLAYSTATION 2 FORMAT DISC: © This disc is intended for use only with PlayStation 2 consoles hi with the NTSC U/C designation. nif © Do not bend it, crush it or submerge it in liquids. f/ © Do not leave it in direct sunlight or near a radiator or other source. / f of heat. = e Be sure to take an occasional rest break during extended play. | fe e Keep this disc clean. Always hold the disc by the edges and rt keep it in its protective case when not in use. Clean the disc \ \\ with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners. L = }

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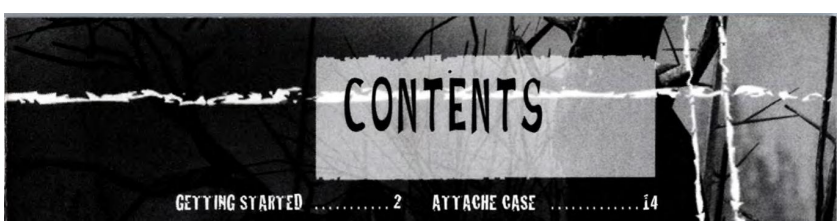
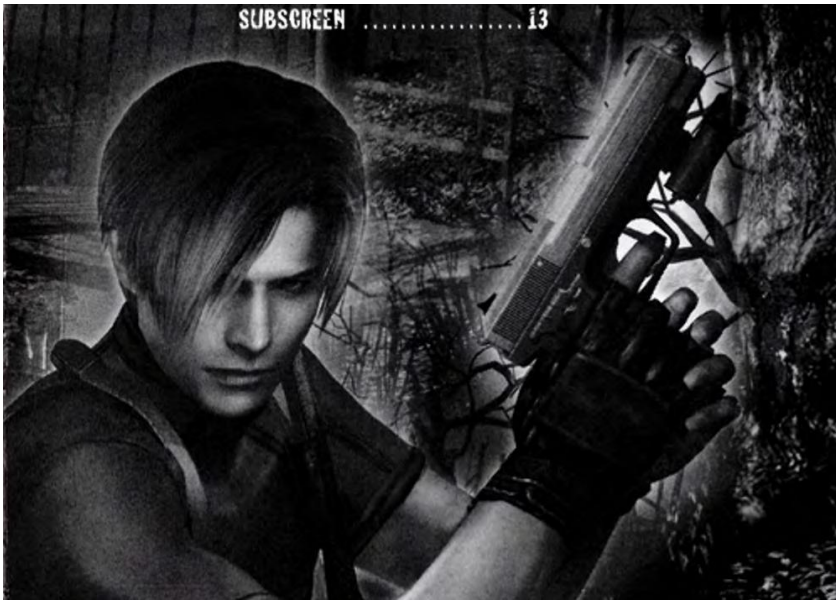
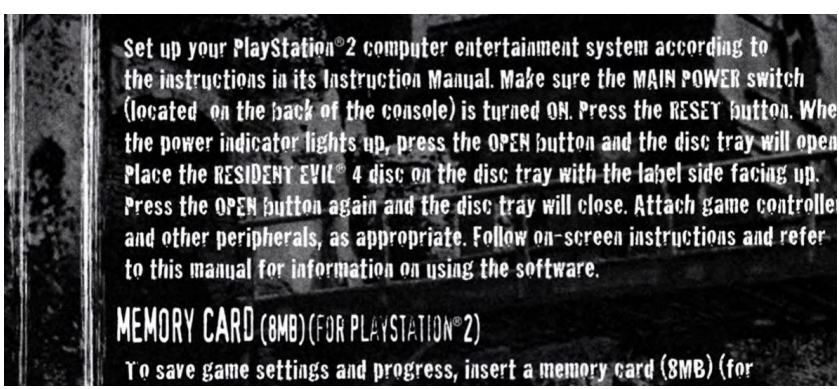
GETTING STARTED ..... 2 AYYRGHE CASE ..... i4 CONTROLLER .....c eee 3 MAP SCREEN .....0008 is PROLOGUE ..... cee ceeeee ees 4 IVEM SCREEN 0.2.0... i¢ CHARACTERS .....00000 5 FILESCREEN ..... il GETTING INTO THE GAME ..... G COMM SCREEN ..... il OPTIONS SCREEN .....655 7 COMBINING ITEMS ..... is CONTROLS ..... cece eeee sees 8 WEAPONS DEALER ..... ig ACTIONS .....cc ccc ee eee it GAME QVER & CONTINUE ..... 20 ACTION BUTTON ....., ii SAYING & LORDING..... 2i GAME SCREEN ..... 00s 12) A WINS ern. deci eeneee 22 SUBSCREEN 7.3 SPECIAL messace nom m CABCOM ing > FirerbaySu for selecting nésil ie Tour PlayStation®2 - a entertainment syst APCOM's iS ROU to bring you new addition to your wideoyame library. ˚ 4 CAI ENTERTAINMENT, INC as pte 2 = © 475.0akmead Parkulay ~ tie 6 Fe t A Sunnyvale, CA 94085" : ra Yeas ™ "ail CAPCOM CO., LTD. 2005: AuL AiG TS RESEAVED. RESIDENT EVIL, Pa CAPCOM, ghigithe CAPCOM LOGO aré TegiStered trademarks of | Sore CAPCOM CGE, LID, Dolby, Pro LOgic, and thre davble-D symbol are ™%, 4 | é registered trae orks of Dolby Leboratefies: The'ratings icon is \ ma e oredicemagg rode fF the' Entertainment Software - Assaciation. Rit othertrademorks ore the property of their t .* "respective owherst, " . TT » > > , =. wt

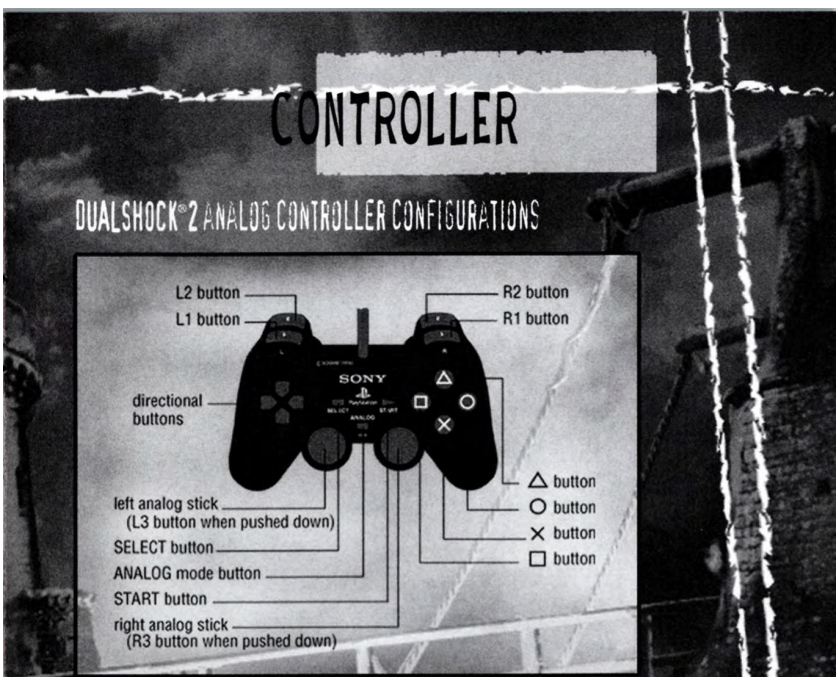




MEMORY CARD siot 2 MEMORY CARD siot 1 USB connector controller port 1 v controller port 2 PlayStation 2 systems, refer to the setu instructions supplied with your system. Set up your PlayStation®2 computer entertainment system according t0 the instructions in its lastruction Manual. Make sure the MAIN POWER switch (located on the hackot the console) is turned ON. Press the RESEY futton, When. the power indicator fights up, Press the OPEN hutton aad the dist tray-will open, Place the RESIDENTEVIL® 4 disc an the disc tray with the lanel side faciag, uf . Press the OPEN futon again and the disc tray will close. Attach game controllers and other peri as appropriate. Follaw on-screen instructions and refer to this manual for information on using the software. 1}, MEMORY CARD cana) (FOR PLéYSTeTION? 2) | To save game settings and progress, insert a memory-card (MB) (for PlayStation®2) into MEMORY GARD slot i of your console, You can load saved game \ data from the same memory card orfrom any memory card containing previously | saved games, ' ; ‘ j save your game data. If you need more free space than is aVailaple, griete older | VY) You must he using a memory card with at least i27KB of free space in order to | data from the memory card before starting play. Y Do not remove the memorycard or turn off the power while saving or loading || game data: Doing so could damage your game data.


Set up your PlayStation®2 computer entertainment system according to
the instructions in its Instruction Manual. Make sure the MAIN POWER switch
(located on the back of the console) is turned ON. Press the RESET button. Whe
the power indicator lights up, press the OPEN button and the disc tray will open
Place the RESIDENT EVIL® 4 disc on the disc tray with the label side facing up.
Press the OPEN button again and the disc tray will close. Attach game controlle
and other peripherals, as appropriate. Follow on-screen instructions and refer
to this manual for information on using the software.
MEMORY CARD (8MB) (FOR PLAYSTATION®2)
To save game settings and progress, insert a memory card (8MB) (for

R1 button directional buttons A button left analog stick O button (L3 button when pushed down) X button SELECT button C button ANALOG mode button * START button —— . fight analog stick : (R3 button when pushed down) — | Af et Before starting play, connect the DUALSHOCK®2 analog controller to controller port i. You can turn the controller's vipration function on/off in Options Mode (page 7). We CONTROLS : |) .. lett analog stick #/4 ..... Select menu option : left analog stick =/=> ..... Change option setting directional puttons .....-. Same as left analog stick : @ button eee Confirm meny selection | Next meny B\ ® or © putton nc. Caacel/Close menu Previous meny | Button controls ysed in this manual are defaults. You can change >N the button mapping on the Options screen (page 7). aS



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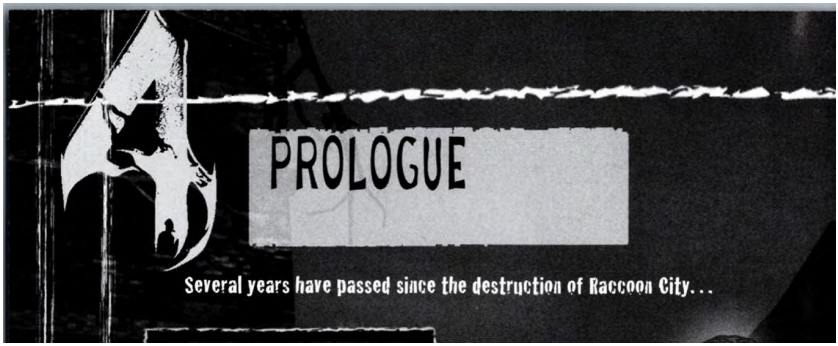
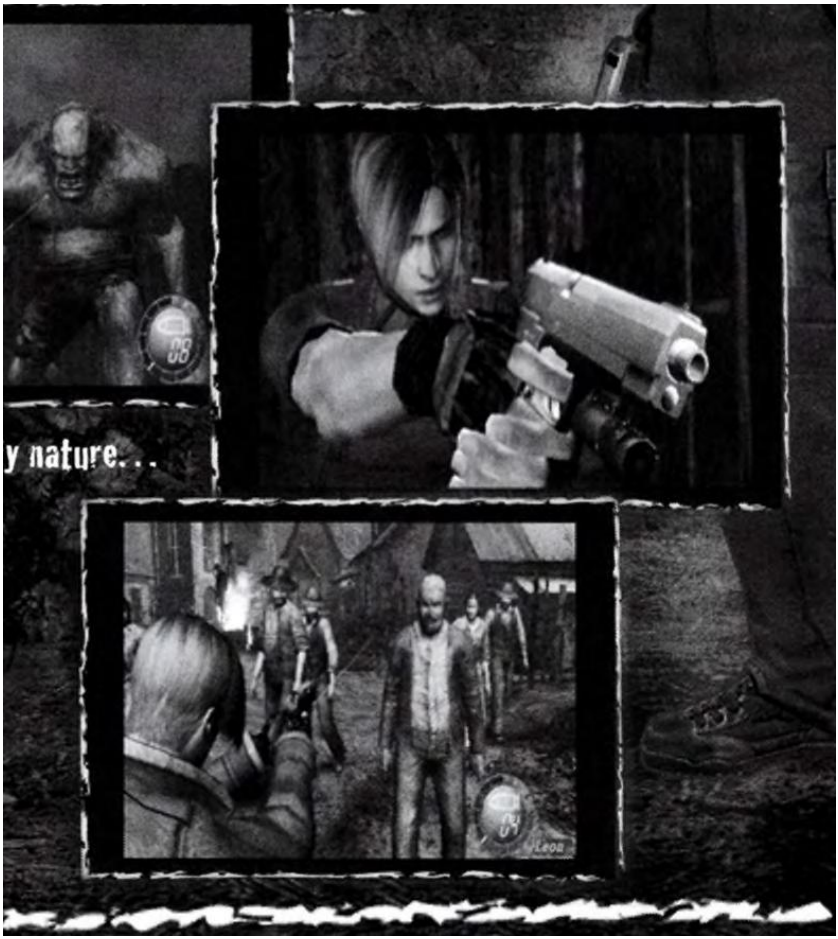
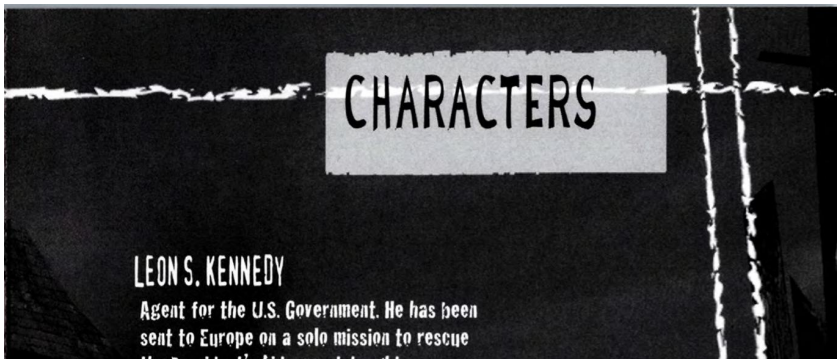
jpeg eon is now facing ’ if his ultimate challenge. . . “N 5 y/ SS y | Vi fy: it if \ ne petting Wes 2 Oe * Sy 4 Off oS



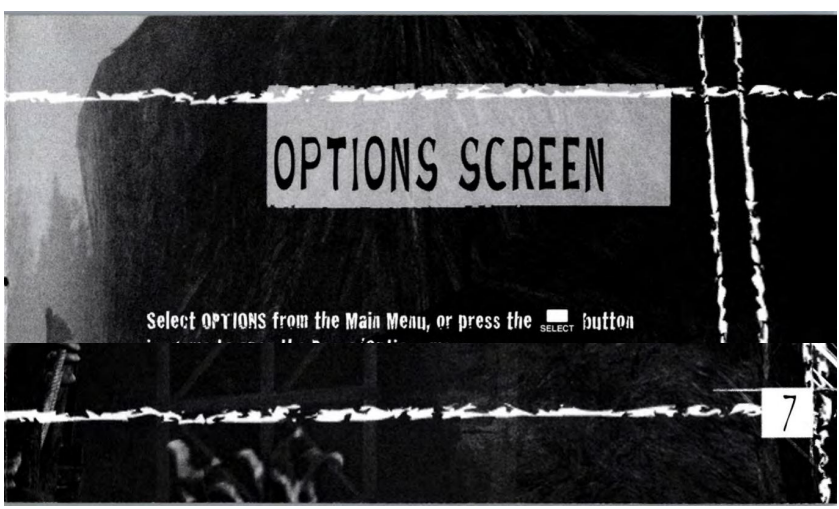

y nature. . .

CHARACTERS LEON S. KENNEDY Agent for the U.S. Government. He has heen sent to Europe on a solo mission to rescue the President’s kidnapped daughter, Ashley. Leon is one of the few people who survived the destruction of Raccoon City six years ago. ASHLEY GRAHAM | Daughter of the President of the United States. She was | kidnapped hy a mysterious group on the way home | _ from her college in es Massachusetts. Allegedly ta she has heen spotted ~~ ina village in Europe, ~~ “put there has heen no siga of her since!



") STARTING GAME Press the 2, utton to ship the | opening movie and display the Mode | Select screen. Use the menu controls (page 3) to select an option: STARY — Start a new game from the heginning. (After you --complete the game the first time aroyad, you can select a difficulty level fhe vext ita = Sal ¥ LOAD — Load your saved progress is aid-continye your game, Selecting the last saved file (cle vane you resumethe game from where you left Off... ny 1 “OFTIORS - chaie rans cand Sele ake io ‘i ta \) macnn St eT . Phis game can pe set to display a higher catty itu a 1s that support» ial |! “ —= {ima | jrogressive mode. In order to enjoy progressive mode, you needa progressive ‘Thode “caailed (525p) television with-component video-inputs, aida PlayStation 2 ———— “Component Video Gaple-(SCPH-i0i00; sold separately), For instructions on setting i || up for progressive mode, see your PlayStation 2 Instruction Manna oF the i | instructions for the Component Video Cable. If you are.yasire alyout your Ws " ~famatay, refer to the-1¥’s instruction manual or contact the Manufacturer. sep ~to ‘activate progressive mode, press and hold the @ and & puttons while “the gante is starting ip: message will appear prompting you to switch over to. progressive mode. Select YES to activate the mode. If the picture displays "correctly, select YES again. If the picture does not display verreetiy, press Mthe RESET futton and use Normal Mode. by some TYs, activating progressive mode sets the nage wide screen St a ||

Cat Y ‘CONTROLLER SETUP — Set the camera angle and sight control, Select OPTIONS from the Main Menu, or press the 2, putton in-game to open the Payse/Options meny. Change various game settings on this screen, Highlight an option hy movingsthe left analog stick or directional buttons #/$, and change the thing by moving it -/=. Y LOAD GAME — ‘Resume a game from your last save point (page 2i), (Reailaile froin the in-game Pause/Options meny oly.) ETRY FROM ARONTINUE POINT — Restart the game from the last iN eynti yoy passed. (Available from the in-game Pause/Options \men oily.) toggle INVERTED AIM on/off, switch the CONTROLLER CONFIG (TYPE | or TYPE I), turn the controller's vipration feature on/off, and select your QUICK KNIFE (TYPE Lor TYPE II). Y SCREEN ADJUST — Adjust the prightness of your TY screen (if availafle on your TY), and toggle the widescreen display on/off. Y AUDIO SETUP — Select STEREO, MONAURAL, or pore” PRO Logie? tl depending on your system’s audio setup (see pelow).. —— NOTE: Be sure to read the: siceectinet ieee anformation eb seamen settings. \ (j : 3 | fen v rou “PFO e° 10 Gone This game is presented in Dolpy Pro Logic Il. Connect your at \ console to a sound system with Dolby Pro Logic, Dolay Pro Logie Il, or Dolpy Pro Logie IIx decoding to experience the excitement of surround sound. You may also need to select Dolpy Pro Logic Il from the Audio Setup meny of the game.



¢ Hold + & Button = Knife Attack ¢ On the Subscreen, switch to Key or Treasure screen ! 3 VS ' wit w oe ot x moe fee L zZMooHSIvNG SELECT) 1 ANALOG 1 = , 2. (START) button ¢ Open Subscreen MM, (SELECT) button ¢ Open Options screen ¢ Skip movies www www meee eee ee eee ee ee ee ee -=left analog stick/directional buttons j ¢ Move forward/back (t it) ¢ Rotate left/ right (=/>) ¢ Hold M8 /fGEB button then move = Aim weapon SONY @..-->- ak a i Be oO -ec- oO --e--~ TE APIO ALOE AION ALI AA GAAP

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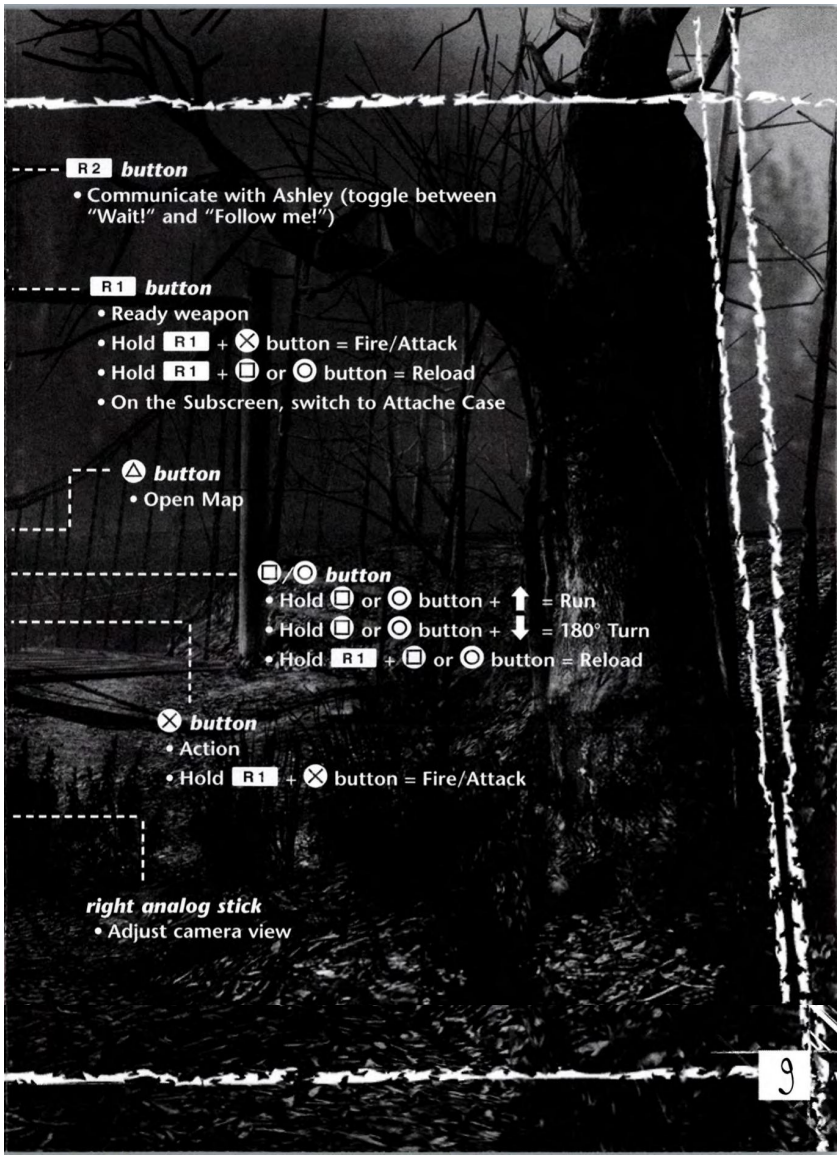
2-25 button ¢ Communicate with Ashley (toggle between “Wait!” and “Follow me!) esses button ¢ Ready weapon ¢ Hold IGEN + (x) button = Fire/Attack ¢ Hold SEM + ® or © button = Reload ¢ On the Subscreen, switch to Attache Case --> ® button : ¢ Open Map Be ' ter ercccenecscenn- @/®@ button ~ | ¢Hold @ or © button + tBRS or eu sae te” y | “Hold ® or (O} button + g- ho Turn LF *Hold +@® or® va ‘ PR aah ‘ ae ” button. eK ge “@ Action i, = : Car ~ Hold + mx) button = Fire/Attack ' * Te ae e i] r) > ! & ‘ Ii ie bd ! * F : = right analog stick — ¢ Adjust camera view + =. &- a ee , Oe Pt a — = Bi” BE RS oe Cotes CRY fg ete ~ gers r - Pie — 2 , 44 ro 7 “ es cal vA / ; A! 7 Es = te ay ~ ef + ~ Button controls ised i in this manual ans getauts You tai change “ he abo BK a9 the putton mapping on the Optiqns’scr


R2 button
• Communicate with Ashley (toggle between "Wait!" and "Follow me!")
R1 button
• Ready weapon
• Hold R1 + ✕ button = Fire/Attack
• Hold R1 + □ or ○ button = Reload
• On the Subscreen, switch to Attache Case
△ button
• Open Map
□/○ button
• Hold □ or ○ button + ↑ = Run
• Hold □ or ○ button + ↓ = 180° Turn
• Hold R1 + □ or ○ button = Reload
✕ button
• Action
• Hold R1 + ✕ button = Fire/Attack
right analog stick
• Adjust camera view

AIM AND SHOT! J. Hold the button to ready | your weapon and use the left analog stick or directional biittons, to aim iysing your weapon’s laser sight. é : 1 Press the € button to soa (attach). ‘§ & me ore 180" TWRN > . = Y While moving backward (left analog sticy or directional litters), . press the @ or © putton to do an “about face”! 5 Ae oy | “7 | WEAPON RELOAD “es 8 Y While holding the Sx puttoa, press the @ or @® . putton to reload your weapon. { ¥ Some weapons take longer to reload.

ACTIONS

AIM AND SHOOT!

- Hold the R1 button to ready your weapon and use the left analog stick or directional buttons to aim using your weapon's laser sight.
- Press the ⊗ button to shoot (attack).

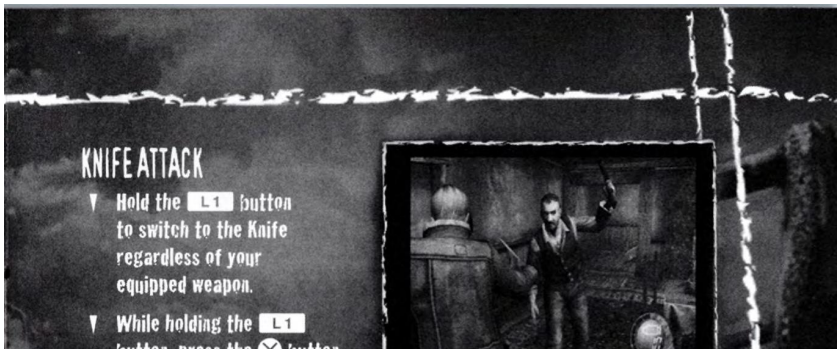
180° TURN

- While moving backward (left analog stick or directional buttons ↓), press the □ or ○ button to do an "about face"!

WEAPON RELOAD

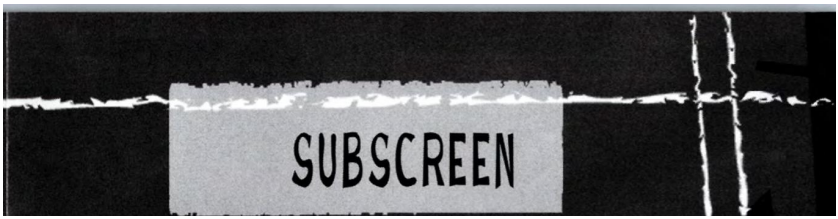
- While holding the R1 button, press the □ or ○ button to reload your weapon.
- Some weapons take longer to reload.

ee ae ak OT RES ey 1 While holding the im hutton, press the &% putton s Ls ae, to slash. ee re a When you see the Action Button hint on screen, press the indicated utton(s) to perform various awesome actions. iaeaeecarne

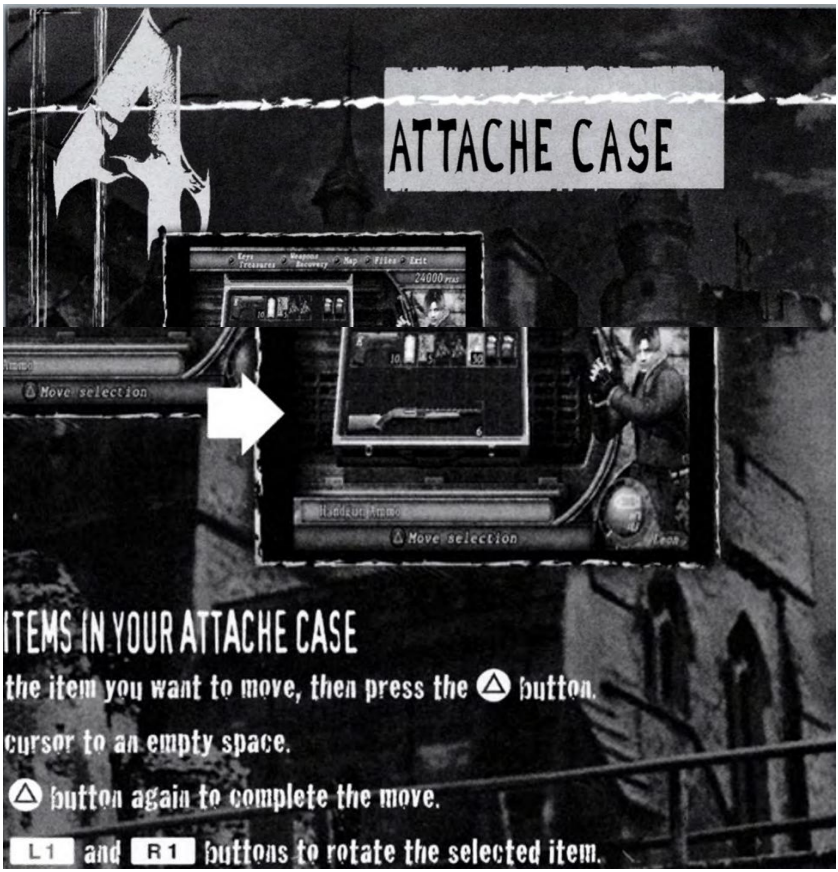


| Y q QJUMP OUT \ ’ Bait nigel gelite irmemeesamgeege Action Button Hint Remaining Ammo Y Your Health is vital to your success. If it disappears, your game ends. Keep up your health py finding power-ups and avoiding enemy attacks and traps. Y Qace Ashley joins you, her Health appears here along with yours. Y When you run out of ammo, the Remaining Ammo indicator reads EMPTY. If you have Ammo in your inventory, you need to reload. If you don’t, you aeed:to switeh to another weapon.

‘Fi | | 2 . Sey (acme | cee 7 ' A MoveWWelection Meda § ' ! 2 a ee ee iN . Currency Name of Selected Item _ Press the Pe, button to open the Subscreen. Here you can: \ ft > 3 Q ia) > a ia) Q “ % Y Organize items in your Attache Gase (page i4). Y Equip weapons, and compine weapon parts to make new weapons. Y Use Recovery items. Y GCompine herps and other items. EQUIPPING/USING ITEMS } Y Highlight the items you want to equip or yse and press the €@ putton to display commands. Y Select EQUIP or USE to perform that command. aire Sera del ve RD ah



+ rn ae 4 $ 1 sugwanseugvoe acne be. “Wy Highlight the itembyou want to move, then press the @® button, “SHY Move the oh sunk space, ; Shs : 1 Press the Qfautton again to complete the move, Bae Y Press te! a | KEEN bittons f rotate the selected item. You can oaly pick up items if there is free space in your Attache Case. Manage your items and spate so you're always carrying the most important jl, items for the tasks ahead. Temporary Space — ! TEMPORARY SPACE When you don’t have enough space for every item, you can place extra items in the Temporary Space. *


ATTACHE CASE
Move selection
Move selection
ITEMS IN YOUR ATTACHE CASE
the item you want to move, then press the △ button.
cursor to an empty space.
△ button again to complete the move.
L1 and R1 buttons to rotate the selected item.

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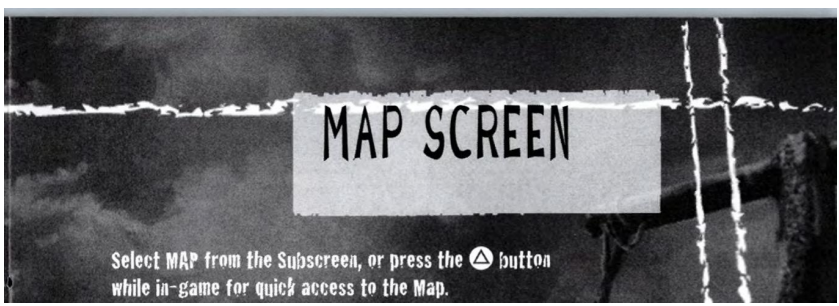
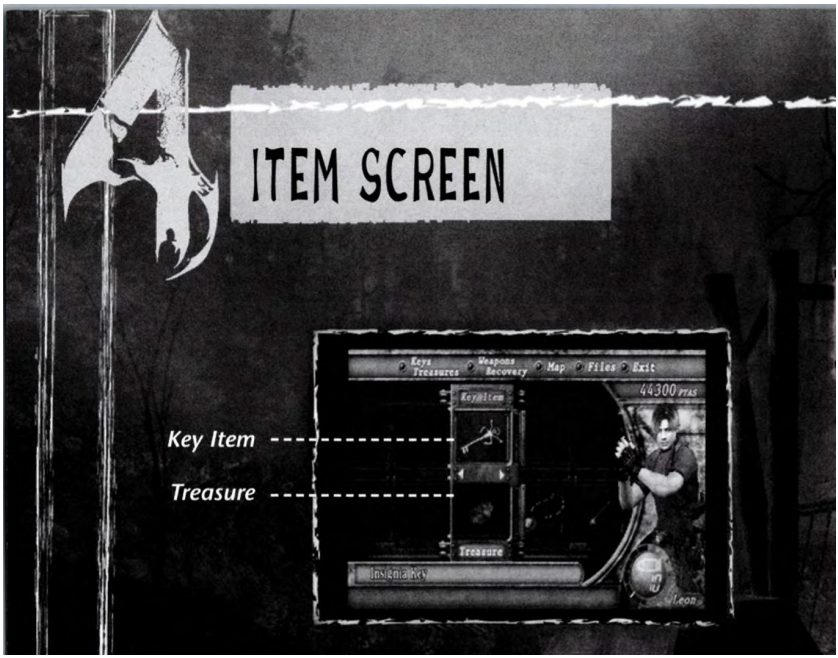
or press the @ putton 4 acess to the Map. —_— ee el een why wot) Nap LLe8Eas Bot entered Sealed © Destination ’ 4 he Typewriter | overaliht HT Zoom!“ Move} 82 Select: beach ‘eer ; —~ h- —-- , U 1 oo 7 . ——_—_—_ waeuas Sle stination . 1 bs ure +i Looe i Current Location —_— + Se Garr eager Smaps ites ase mend = SELECT MARKER | es wer \= Select the item you want to see aad it will appear re oe led | Obestinaticn ‘ on the Map, showing you f 9 rps j its location. q OnJOf fs o Exic



Y Highlight either the Key item or-Yreasure item and press | the 9 nutton to display the list of commands. ol Y Select your command.



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a em if ef vies acquired during the game. — = = —— 2 gtr ge gee 2 AVR ee ore no as ; gees vil contact you re “agvice and * 2 wane at Serta times eure. the game ¢

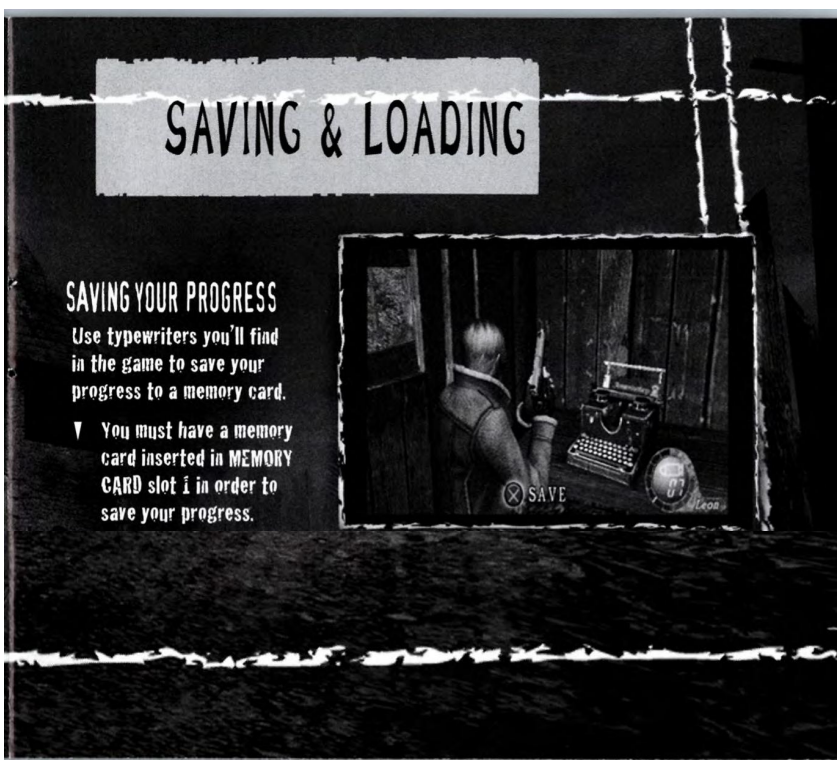
View Files acquired during the game.
COMM SCREEN
igan will contact you with advice and
ings at certain times during the game.

; / bs COMBINING ITEMS 1F fi | or ‘ Leon ; ie combining related idem you Cait. free upsbace in your inventory _ 3 ~ and even power up your weapons. SS SSS or it aw | cas Se > | 01 Highlight the herp you want to compine, press the € putton a el 1. “and select COMBINE.) tine it up withrthe second herb. ˚ ¢ Y Press the @ putton to combine the original herbs into anew herp. ay

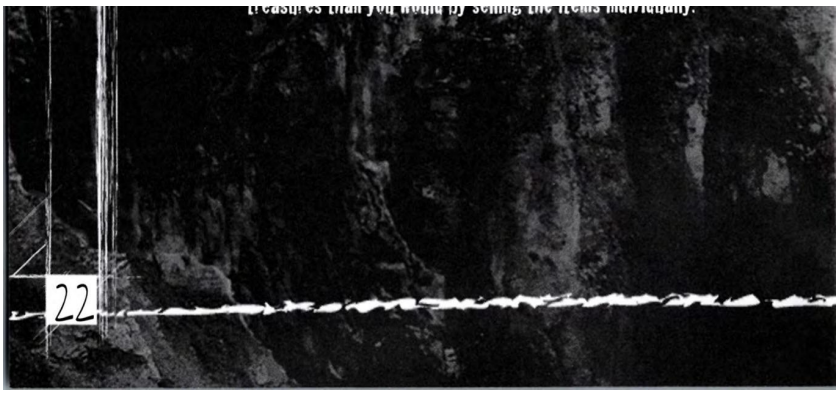
— a ne Geet Oe a en. } a” CP? mn} Bay Ssh = Cancel } t {~Got.a selection of good things on sale stranger! a eee ~~ "Tall to the Weapons Dealer oy a el em Here you can: i | iY ¥ BUY — Purchase weapons and parts, | | , “> TUNUP —tncreast the fireffoweryfiring speed! capacity? = aidgeload speed of your cugreat Weaponsyer y Y SELL — Trade in jewels and other treasures for money. NOTE: If you don’t have enough space in your Attache Case, you may aot be able to make purchases.

GAME OVER Getting attacked py enemies aid falling into enemy traps depletes your Health Meter. aa} Whea the meter reaches yi 20 | zero, your game is over. You will also end the game hy failing to complete your mission requirements. na SY > ‘ | q eae aie am Oe ian ae CONTINUE | Even if your game is over, you caa choose to continue | the same game. To do that, select YES on the Coatinye screen.

a RTI NS AL A EA CS DEEL E IIOOLILE OLE TERE LE EEE A ESL POLO LL, AOE IIE NA SAVING YOUR PROGRESS Use typewriters you'll find in the game to save your progress to a memory card. Y You myst have a memory card inserted in MEMORY CARD slot i in order to save your progress, Y Each saved game requires 127K of free space on the memory card. Delete older data hefore saving if you need more space. Y Protect your data! Do aot insert or remove the memory card while saving game data. LvéDING SAVED DATA toad your saved game progress py selecting LOAD on the Main Menu, or LOAD GAME on the Options screen, (To open the Options screen in midgame, press the @ putton) . Y You must have a memory card Cotaining saved RESIDENT EVIL® 4 game data inserted into MEMORY CARD slot i in order to load a saved game. 4 Wi? Chapter Sad 005 ou ee Y Protect your data! Do not insert or remove the memory card while loading saved game data.


SAVING & LOADING
SAVING YOUR PROGRESS
Use typewriters you'll find in the game to save your progress to a memory card.
You must have a memory card inserted in MEMORY CARD slot 1 in order to save your progress.
SAVE

FIGHTING | Enemies ‘fall ‘ak easier if yuo out their legs vif you time your Ret i Button kicks right, they will enemies around you ye as cer pact SHOOTING THROUGH a + oY You-caitshoot enemies through wooden doors. a 3 ~— > s . | Nee r BAER anes = | rs eC ariels ‘aiid ries to make them explode 7 i = natin jes With one shot! — © WEAPONS DEALER wo i ; | Y You may get more money outa gem combining diferent. ess. ge than mee hy s the the items individually. +



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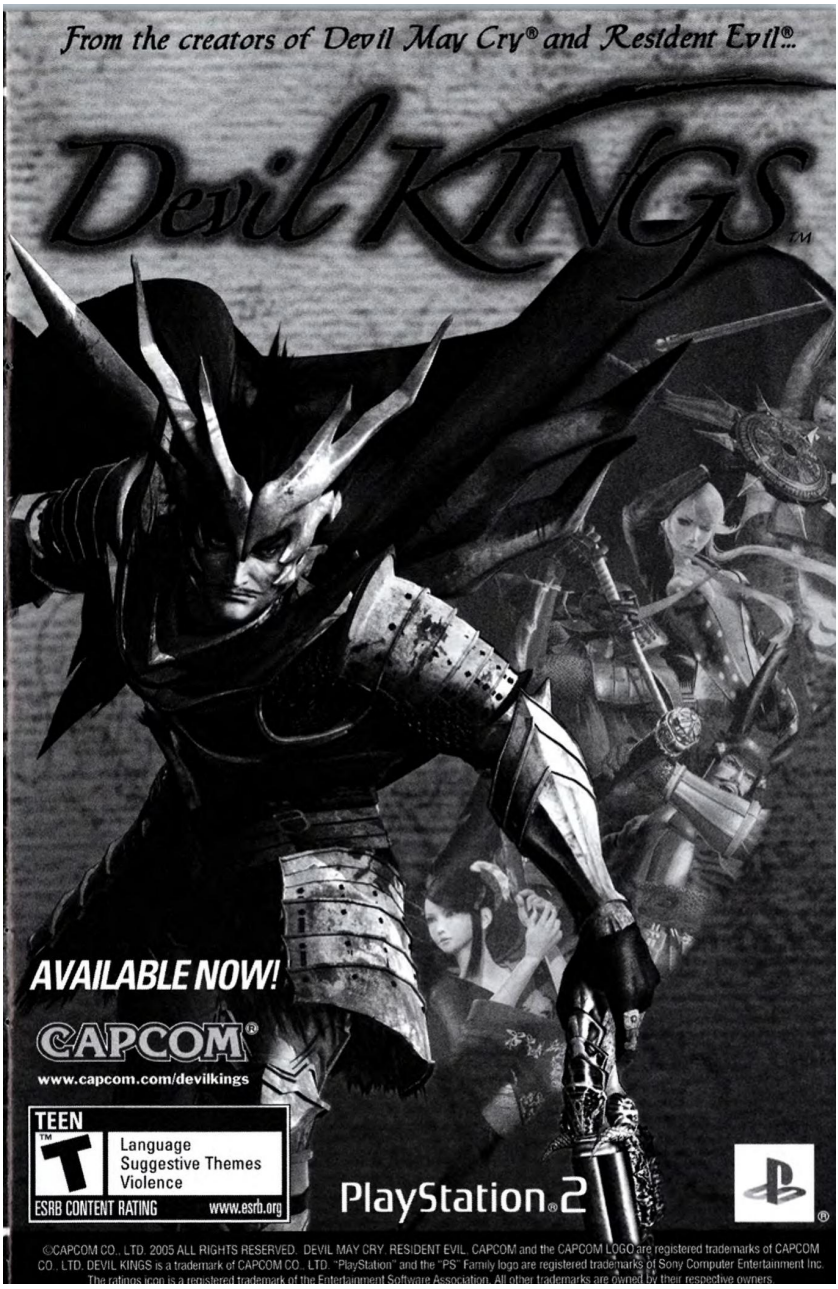

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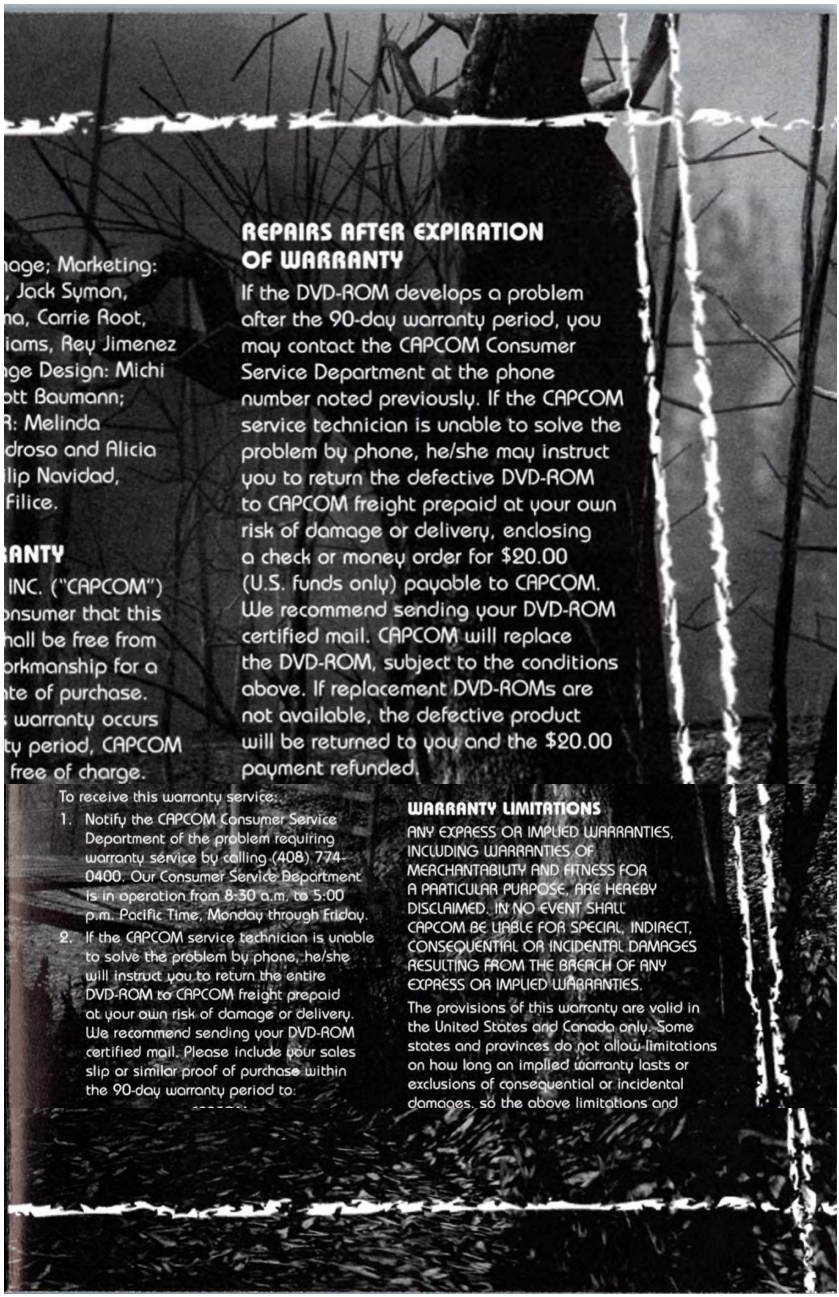

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